

Application No. 10/080,065  
Amendment dated June 9, 2004  
Reply to Office Action of March 9, 2004

### IN THE SPECIFICATION

Please amend the Specification as follows:

[0020] Consider, as an example, a strategy game, wherein a player guides his/her character through a labyrinth inhabited by unfriendly creatures. The character has attacking and protective attributes, which enable it to defeat the creatures. Certain combinations of attributes and/or the sequence of their use may prove to be more efficient against a particular set of unfriendly creatures assigned to a certain corridor of the labyrinth. The success of the user strategy can be easily established by, e.g., registering the number of unfriendly creatures that this user has rendered harmless and/or passing the corridor by the user's character. In order to claim a novel strategy, the user has, for example, to register his character's attributes before entering the corridor. This can be done automatically or under a certain condition, e.g., user action, game license, etc. After successful completion of the battle, the aforementioned attribute set may be registered with a virtual IPR authority by communicating the attributes to a remote computer. The timing of the claim to a new strategy or tactic can be established according to the rules of the virtual IPR system, e.g., upon successful completion of the battle, or upon submitting a log of the episode, etc. Additional requirements toward the user's gaming device, such as hardware/software integrity, use of certified accessories, and others, may be introduced to ensure novelty verification. ~~A person ordinary skilled in the art/gamer~~ would appreciate that a wide variety of strategy confirmation and implementation methods are available in an electronic gaming environment. For example, a graphic simulation of the claimed episode can be presented to demonstrate an implementation of the claimed strategy. The simulation may be created by recording signals or data from the user's input/output devices, such as keypad, monitor, feedback sensors, along with the portion of game software, e.g., assembly instructions and memory states, executed during the episode.

Please add new paragraph [0037] to the specification.

[0037] Fig. 3 shows a method 300 of providing a virtual environment for gaming, which can deliver the user an advantage in response to the user's execution of a novel strategy. The method includes the step 310 of enabling a user to execute a novel strategy; the step 312 of enabling to detect the innovative aspect in an interaction; the step 314 of enabling to establish the success of the user strategy; the step 316 of enabling to register information about the innovative aspect; and the step 318 of enabling the user to benefit by granting the user a degree of exclusivity over the innovative aspect.